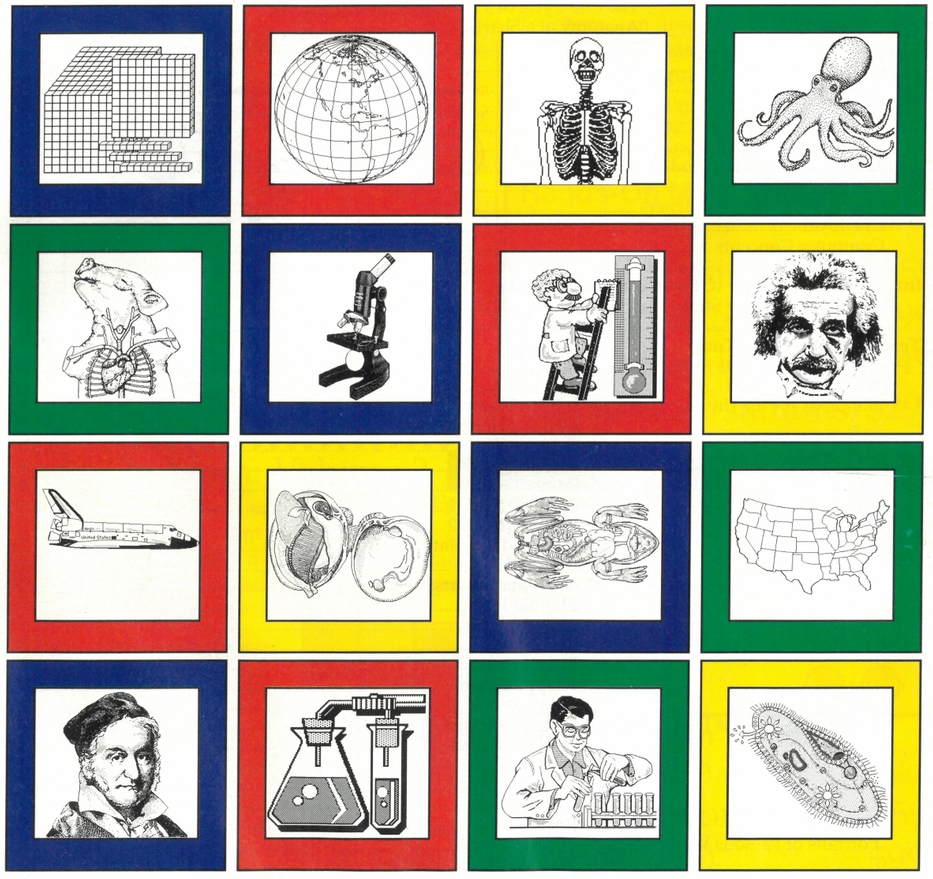
Software for Macintosh, IBM/Tandy, and Apple // Computers

Educational Software • Teacher Training

Tools for Active Teaching and Active Learning

Ventura Educational Systems



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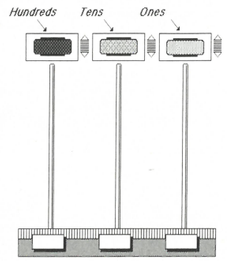
Instructional Software **Elementary Math Series**

Hands-On Math: Volume 1

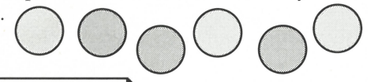
Hands-On Math: Volume 1 simulates the use of six manipulative devices. For each device a Playground provides the child with an opportunity to freely explore and discover important mathematical concepts and Exercises reinforce essential concepts.

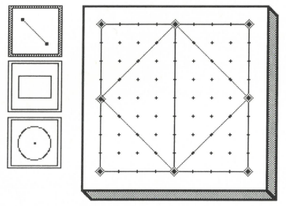


Computer Simulated:

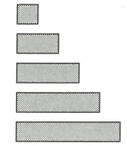
- ❍ Rods
- ❍ Number Tiles
- ❍ Counters
- ❍ Chip-Trading
- ❍ Geoboard
- ❍ Tangrams

Simulated colored rods help children learn number concepts, basic operations, fractions and many other math concepts.





Using the Playground students can move objects on the screen to experiment with mathematical ideas and fundamental number concepts.



Winner: Media and Methods Excellence in Education Award.

Teachers can use the Playground to present mathematical ideas. Many suggestions are included in the teacher's guide which also includes activity pages for each manipulative and examples of the engaging learning tasks that students can become involved with using the program.

Hands-On Math Volume 1
Apple //, IBM/Tandy and Macintosh

School Versions	$59.95
Lab Packs (5)	$99.95
Lab Packs (10)	$149.95
Network(30 stations)	$299.95

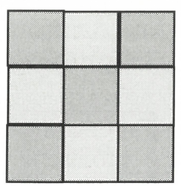
Hands-On Math: Volume 2

New for Macintosh

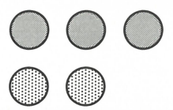
Hands-On Math: Volume 2 simulates the use of five manipulative devices: two color counters, color tiles, mirrors, attribute blocks and base ten blocks. The active learning program provides students with an opportunity to investigate a variety of important mathematical ideas. In addition to the exploratory environments, interactive drill and practice programs reinforce learning and measure progress.

Computer Simulated:

- ❍ Two-color counters
- ❍ Color Tiles
- ❍ Mirrors
- ❍ Attribute Blocks
- ❍ Base Ten Blocks



3+2=5



Using two color counters students explore basic operations and probability Use color tiles to investigate symmetry; use mirrors to experiment with reflections. Attribute blocks help to develop logical thinking and base ten blocks build an understanding of place value.

Hands-On Math Volume 2
Apple // and Macintosh

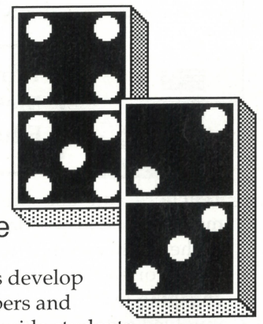
School Versions	$59.95
Lab Packs (5)	$99.95
Lab Packs (10)	$149.95
Network(30 stations)	$299.95

Hands-On Math: Volume 3

Hands-On Math: Volume 3 focuses on the use of six math instructional techniques: a hundreds chart, graphing activities, a number balance, dominoes, line design and fraction bars. The Playground for each technique allows the student to explore and discover math concepts. The Exercises are aimed at providing the student with specific activities to practice working with concepts and to help in mastering objectives.

Computer Simulated:

- ❍ Hundreds Chart
- ❍ Graphing
- ❍ Dominoes
- ❍ Line Design
- ❍ Fraction Bars
- ❍ Number Balance

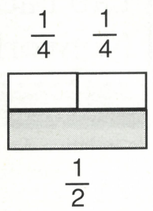


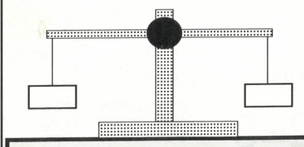
By following the examples in the teacher's guide, teachers lead students to an intuitive understanding of fundamental math concepts. The teacher's guide includes reproducible activity pages to help students use each program and provide classroom teachers with a complete instructional unit.

The Hundreds Chart helps develop an understanding of numbers and patterns. The activities provide students with an opportunity to practice working with operations and to develop problem solving skills.

The Graph Center allows students to quickly and easily make a bar graph, line graph or area chart. The Number Balance models an equation and uses computer graphics to show how mathematical expressions compare.

Fraction bars help students develop a conceptual understanding of fractions. Line design activities offer students a fun way to explore geometry and design.





Hands-On Math Volume 3

Apple // Computers

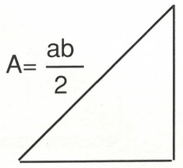
Product includes teacher's guide and reproducible worksheets.

School Versions	$59.95
Lab Packs (5)	$99.95
Lab Packs (10)	$149.95
Network(30)	$299.95

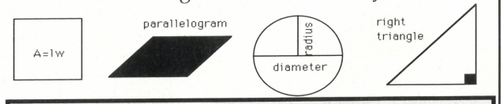
Beginning Geometry

Introduce geometry in an exciting way with this activity-based learning program. With this program students will explore basic concepts using a geoboard and computer-simulated tangrams.

The program provides a variety of activities which stress the vocabulary of geometry and provide drill and practice in finding the area and perimeter of geometry figures.



Beginning Geometry encourages exploration and helps to develop an understanding of fundamental geometric concepts using a hands-on interactive approach. The program is supported by reproducible worksheets which guide student activity.



Beginning Geometry

Apple // Computers

Product includes teacher's guide and reproducible worksheets.

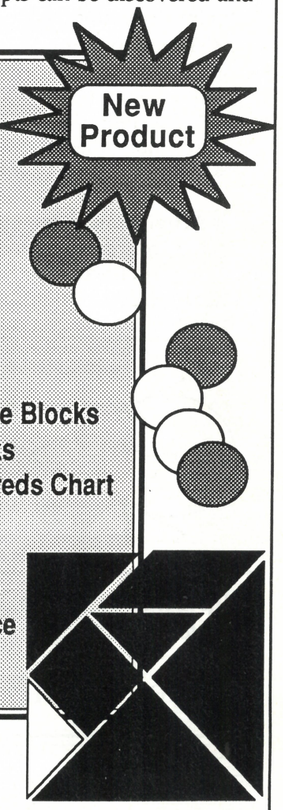
School Version	$29.95
Lab Pack (5)	$69.95
Lab Pack (10)	$119.95
Network (30)	$299.95

Hands-On Math Modules

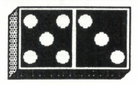
The Hands-On Math series simulates 17 different manipulatives. These versatile educational programs are now available as separate modules. Each module consists of a Playground and one or more Exercises. The Playground provides an interactive learning environment where math concepts can be discovered and explored. The Exercises provide practice to help develop skills.

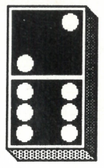
New Product

Module 1:	**Exploring with Rods**
Module 2:	**Problem Solving with Number Tiles**
Module 3:	**Building Math Concepts with Counters**
Module 4:	**Understanding Place Value using Chip-Trading**
Module 5:	**Geometry on a Geoboard**
Module 6:	**Tangram Puzzles and Problem Solving**
Module 7:	**Activities with Two Color Counters**
Module 8:	**Investigating Symmetry with Color Tiles**
Module 9:	**Investigating Symmetry with Mirrors**
Module 10:	**Developing Logical Thinking Skills using Attribute Blocks**
Module 11:	**Understanding Place Value using Base Ten Blocks**
Module 12:	**Number Theory and Other Activities with a Hundreds Chart**
Module 13:	**Representing Data with a Graph**
Module 14:	**Line Design Activities**
Module 15:	**Developing Fraction Concepts with Fraction Bars**
Module 16:	**Introduction to Equations using a Number Balance**
Module 17:	**Problem Solving with Dominoes**

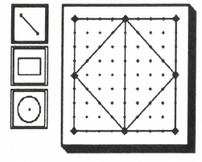


These exciting tools for active math instruction can be purchased individually and are also available for licensing by schools or school districts.





A Staff Development Program tailored to the needs of your school or district is available for this product.



Hands-On Math Modules

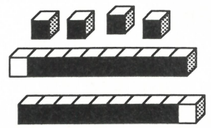
Apple // Computers

Product includes a teacher's guide and reproducible worksheets.

Price per title:

School Version	$29.95
Lab Pack (5)	$69.95
Lab Pack (10)	$119.95
Network (30)	$299.95

Base Ten Blocks



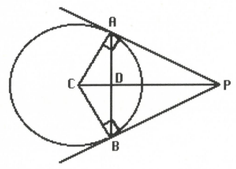
By building a strong foundation and understanding of basic concepts teachers can help students succeed in mathematics. Base Ten Blocks combines a variety of manipulative activities to create an exciting environment for learning place value and how to perform basic arithmetic operations.

- ✱ **The Playground** - Creates a computer based environment where students use place value, counting, addition and subtraction in a free exploration involving the representation of quantities.
- ✱ **The Exercises** - Provide goal-directed activities aimed at particular instructional objectives.
- ✱ **Activities include** - Using numerals to label quantities represented by blocks, and addition and subtraction with regrouping.

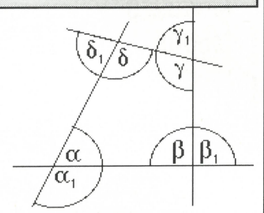
Base Ten Blocks
Apple // Computers

School Versions	$59.95
Lab Packs (5)	$99.95
Lab Packs (10)	$149.95
Network (30)	$299.95

Clip-Art for Math Teachers

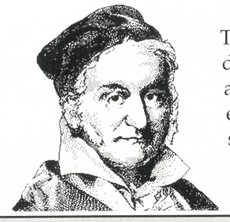


This useful clip-art collection provides math teachers with a wide variety of detailed diagrams that can be added to tests, reports, overhead transparencies and worksheets. Paste some of these diagrams into teacher-prepared materials and watch students' interest increase.



Clip-Art for Math Teachers
Macintosh--Paint Program Required

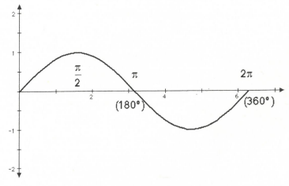
Single 800K Disk $29.95



The Clip-Art for Science Teachers diagrams are in MacPaint format and can be used as is or can be editted with most paint programs such as MacPaint, FullPaint, or SuperPaint. Color can be added with PixelPaint.

SuperGraph

Few function plotting programs offer the number of features found in SuperGraph. First year algebra students can use it to graph linear and quadratic equations. More advanced students can use it to learn trigonometry and calculus. SuperGraph can graph any user-defined function. Built-in functions include SIN, COS, TAN, and SQR.



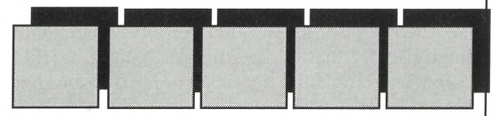
Many derived functions are also included, for example, inverse cosine, inverse hyperbolic cosine, inverse cotangent, cosecant, log, and hyperbolic tangent. Product includes a program disk, a data disk with many examples and a teacher's guide with reproducible masters to direct students' use of the program.

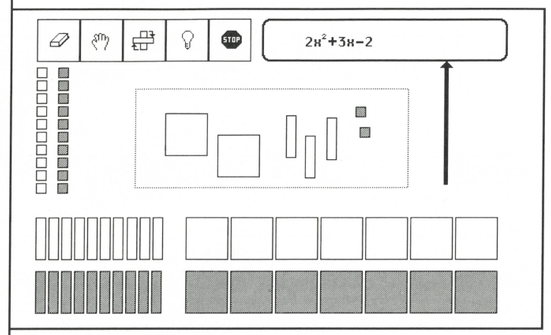
SuperGraph Apple // Computers

School Versions	$59.95
Lab Packs (5)	$99.95
Lab Packs (10)	$149.95
Network (30)	$299.95

Algebra Concepts

Students often feel lost in higher level math classes because they do not understand the terminology and basic concepts of Algebra. Algebra Concepts provides a complete introduction to algebra and uses an interesting, game-like format to make algebra exciting.



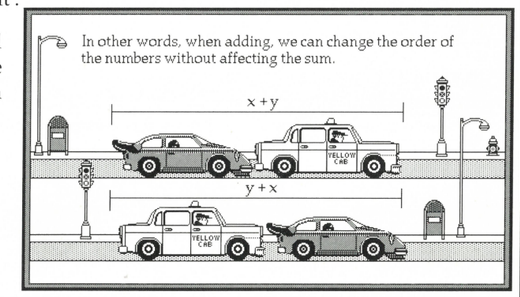


This program helps first year algebra students learn to solve problems. By focusing on building an understanding of the underlying concepts of algebra, the program becomes a tool for real learning.

Computer-simulated algebra tiles develop a student's understanding of operations with integers, the addition and subtraction of binomials and trinomials, multiplying expressions and factoring. Students move tiles on the screen in order to represent algebraic expressions. The computer automatically evaluates the expression and displays the result on the screen.

The Function Plot tool allows students to easily define a function and see a graph of the solution set. Students enter a coefficient for each term and then select 'plot'. Instantly the computer graphs the function. The scale of the grid can be changed to 'zoom in' and 'zoom out'.

Using Function Plot students can graph linear and quadratic equations. Since multiple graphs can be drawn on the same grid, the program is useful in illustrating solution sets for simultaneous equations.



- ❍ Interactive Games
- ❍ Computer-Simulated Algebra Tiles
- ❍ Self-Paced Lessons
- ❍ Complete Database of Terms
- ❍ Function Plot Utility

The menu-driven format used in the design of Algebra Concepts makes the program easy to use and very flexible. Teachers will find that the program can be adapted and used with students who have very little computer experience. Algebra Concepts creates a learning environment that is both challenging and rewarding for the student.

Algebra Concepts
Apple //, IBM/Tandy and Macintosh Computers
Product includes teacher's guide and reproducible worksheets.

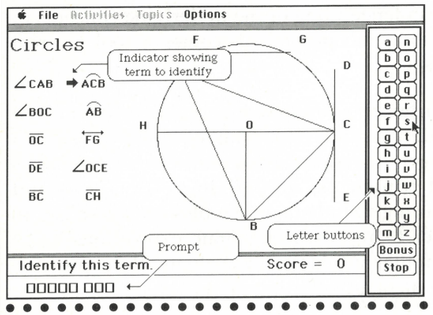
School Version	$59.95
Lab Pack (5)	$99.95
Lab Pack (10)	$149.95
Network (30 stations)	$299.95

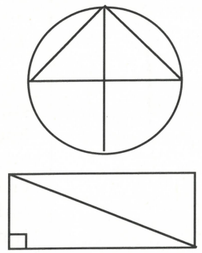
- ❑ A Manipulative Approach to Algebra
- ❑ Stresses Vocabulary and Concept Development
- ❑ An Interactive Menu-Driven System
- ❑ A Variety of Instructional Uses

Geometry Concepts

Geometry Concepts is a valuable tool for overcoming the difficulty that many students have in learning geometry. The features in this program help students learn the terminology of geometry and the informative lessons make it an essential tool for any teacher who uses computers in teaching mathematics.

Geometry concepts is an interactive tutorial and learning game with a database of geometric terms and a multiple choice quiz generating facility. Topics include basic concepts, angles and triangles, circles, area and perimeter, planar figures and solid figures. The program also provides a step-by-step demonstration of five basic constructions. The Macintosh version has a simulated geoboard and a utility for rotating 3-dimensional shapes.





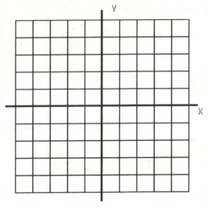
Geometry Concepts
Apple //, IBM/Tandy and Macintosh Computers

School Versions	$59.95
Lab Packs (5)	$99.95
Lab Packs (10)	$149.95
Network (30 stations)	$299.95

Coordinate Geometry

- ❍ Interactive Lessons
- ❍ Explorations/Investigations
- ❍ Randomly Generated Quizzes
- ❍ Final Exam
- ❍ Supplemental Worksheets

Coordinate Geometry features tutorials introducing the Cartesian Plane. In addition to self-paced lessons, students can define equations for the computer to graph or take a quiz with randomly generated problems. Topics include (x,y) coordinates, defining a locus, and defining lines (y=x, y=x+b, y=mx and y=mx+b). The program includes a complete teacher's guide and supplemental worksheets.



Coordinate Geometry
Apple // and Macintosh Computers

School Versions	$59.95
Lab Packs (5)	$99.95
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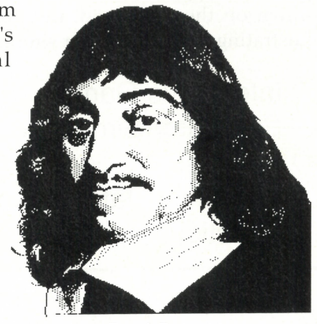
Network (30 stations)	$299.95



René Descartes

GeoArt

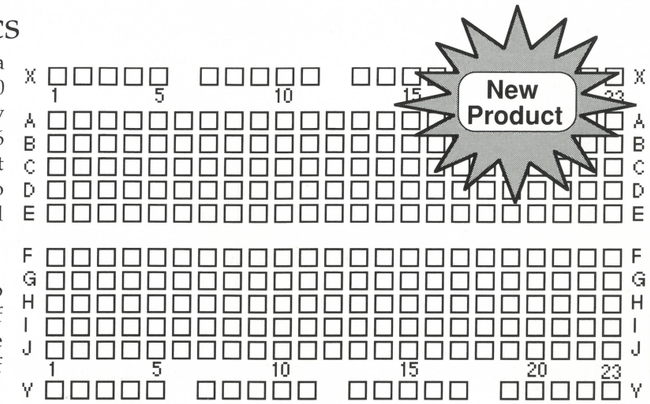
GeoArt
Apple // Computers

School Versions	$59.95
Lab Packs (5)	$99.95
Lab Packs (10)	$149.95
Network (30 stations)	$299.95

Explore the fascinating relationship between geometry and art with this creative program. Using Geoart students learn about how basic shapes are used in art. The student can create a simple line drawing and then rotate and reflect the line drawing to make an intricate design. Colorful patterns and designs can be automatically repeated by the computer to create tessellations. Students can use GeoArt to investigate balance, color and other elements of design.

Hands-On Electronics

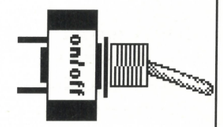
This unique product contains a professional work station with over 50 electronic components, graphically illustrated educational software and 26 hands-on electronic experiments. It includes everything that is needed to introduce students to the exciting world of electronics.



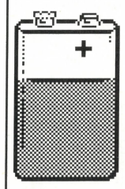
This kit is a quick and easy way to obtain a solid understanding of electronic technology. The projects are designed to stimulate a high level of interest and student motivation.

Four different project construction techniques are used for each experiment.

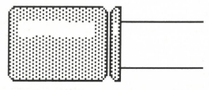
Features:
1. Clear step-by-step assembly instructions.
2. Easy pictorial guide.
3. Project assembly diagrams.
4. Electronic schematic diagrams.



The circuit board is a multi-function project board that provides students with an easy-to-use base for the projects. The circuit board is designed for fast and easy connections. Components can be added to and removed from the circuit board without soldering.



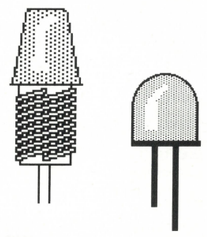
No previous knowledge of electronics is needed. The software provides lessons, comprehension tests, games, quizzes, a database and glossary to help students master the terms and key concepts related to electronics. The projects in the kit start with very basic circuits and lead the student to building electronic sirens, flashing LED's, an electronic time delay circuit, a sound synthesizer and many more exciting projects.



Lessons and projects help students understand how these components work.

Explore the World of Electronics with this Hands-On Kit.

Circuit Board
Transistors
Capacitors
Diodes
Resistors
Integrated Circuits
Silicon Controlled Rectifiers
and other components.



Hands-On Electronics
Macintosh Computers

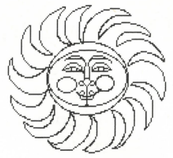
Includes Hardware, Software, Teacher's Guide and Projects Guide.

School Version $149.95

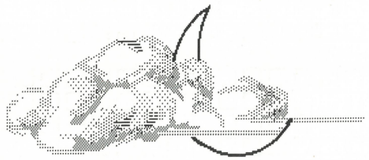
All About Science Series

Instructional Software

All About the Solar System



The sun, the earth and moon, the inner planets and the outer planets are the topics covered in this intriguing and informative program. It is an excellent on-line resource for research projects. Correlated worksheets provide follow-up activities.



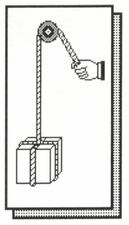
All About Matter

Atoms, molecules and states of matter are the subject of this learning system. The lessons introduce atomic structure and molecules. Students learn about solids, liquids and gases, and the processes used to change a substance from one state of matter to another.

Each All About Science program provides:

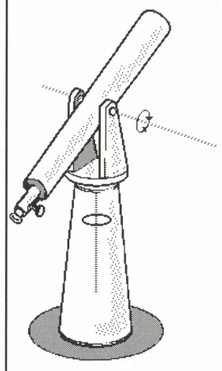
- ★ A menu system that allows the student or teacher to direct the learning experience.
- ★ Lessons presenting basic information on the particular topic.
- ★ Illustrations using high resolution graphics.
- ★ Vocabulary-building activities.
- ★ Three word games.
- ★ Comprehension quizzes.
- ★ Teacher's guide with reproducible worksheets that provide additional activities correlated with computer-based activities.
- ★ Suggestions for experiments that reinforce concepts covered in the software.

All About Simple Machines



This informative program focuses on the history and function of the gear, inclined plane, pulley, screw and wheel. Students learn about how each simple machine helps to reduce the effort needed to do work.

All About Light and Sound



Light as a form of radiant energy, the particle theory and the wave theory of light, reflection and refraction, the characteristics of sound, voices, hearing and communication are all topics covered in this informative program.

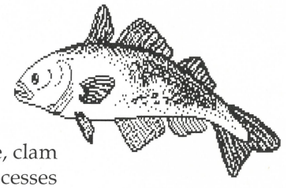
Each Title:
Apple //, IBM/Tandy or Macintosh Computers

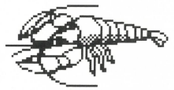
School Version	$59.95
Lab Pack (5)	$99.95
Lab Pack (10)	$149.95
Network (30 stations)	$299.95

Instructional Software

Marine Life Series

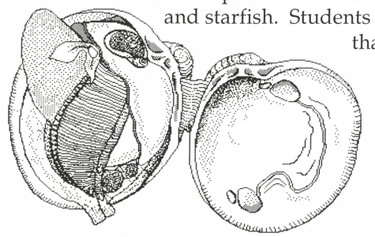
Explore the wonders of sea life with these fascinating programs from the Marine Life Series.





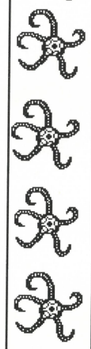
Marine Invertebrates

Marine Invertebrates presents information on the sponge, sea anemone, clam and starfish. Students learn about the basic biological processes that enable these simple animals to survive.



Anatomy of a Fish

Basic anatomical structures and functions are the subject of this interesting program which covers external, internal and skeletal structures of bony fish. Students learn about how various parts work together to support life.



Each Marine Life Series program:

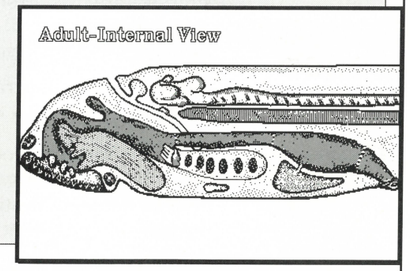
Provides graphically illustrated lessons that present basic information on the topic.

Contains a database of structures and functions linked to the graphic that allows students to investigate the parts of the animal and retrieve detailed information about the biological function of a particular structure.

Contains word games that are designed to help students learn to identify anatomical structures and associated biological functions, and to learn the special vocabulary that pertains to marine biology.

Presents a series of quizzes that generate multiple choice and true/false questions based on the information that has been presented in the lessons.

Includes a teacher's guide with worksheets that support the computer-based activities.



The Life Cycle of a Sea Lamprey

Learn about the strange and fascinating life cycle and anatomy of the sea lamprey with this program. The Sea Lamprey will stimulate students' interest in marine biology and works in conjunction with the other three programs in providing a complete unit on comparative anatomy.

Each Title:
Apple //, IBM/Tandy or Macintosh Computers

School Version	$59.95
Lab Pack (5)	$99.95
Lab Pack (10)	$149.95
Network (30 stations)	$299.95

Anatomy of a Shark

External, internal and skeletal structures of the shark are the focus of this information-packed program. Students will gain an in-depth understanding of anatomical structures and the related biological functions using the Marine Life: Anatomy of a Shark program.

Protozoa

Students can use Protozoa to explore the fascinating life process of single-celled organisms. The program introduces students to the structures and biological functions of four important, representative microorganisms: Euglena, Amoeba, Paramecium and Plasmodium.

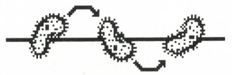
Activities include an identification game, a multiple choice quiz and a utility for retrieving detailed information from a database where the records are linked to the computer graphic.

Protozoa
Apple //, IBM/Tandy and Macintosh Computers

School Version	$59.95
Lab Pack (5)	$99.95
Lab Pack (10)	$149.95
Network (30)	$299.95

Plant and Animal Cells

Explore the mysteries of the cell and information on the general structure of plant cells, photosynthesis, the general structure of animal cells and mitosis with Plant and Animals Cells.

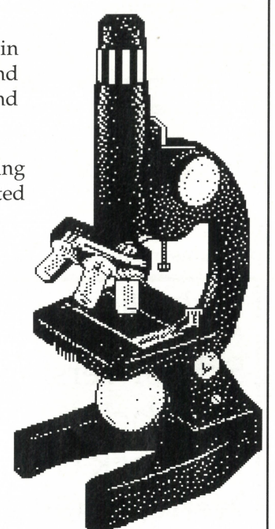


Lesson An illustrated lesson presents informational text. Color graphics are used to show the parts of the cell or the stages in a cell process.

Probe The program also includes a section called 'the probe' where students can move an indicator to an illustrated part of the cell and review information on how the part functions.

Games Several motivating, vocabulary-building games are included in this program. The games are useful for reinforcement and involve the identification of parts, spelling science terms and recognizing the definitions of science terms.

Quizzes Multiple choice and true/false quizzes are used for measuring student progress in comprehending the information presented using the tutorials and probes.



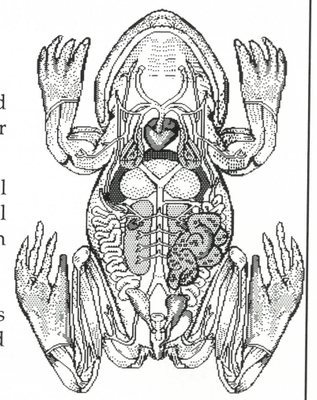
Plant and Animal Cells
Apple // Computers

School Version	$59.95
Lab Pack (5)	$99.95
Lab Pack (10)	$149.95
Network (30 stations)	$299.95

Software Supplements and Alternatives to Vivisection

VisiFrog

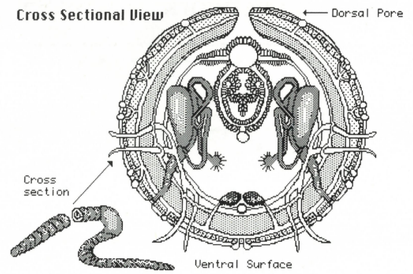
Learning the anatomy of a frog can be fun with this program. Detailed graphics make using the program useful for both individual students and for classroom or group demonstrations.



VisiFrog introduces the frog's anatomical structures and biological functions. Computer graphics are used to represent the skeletal system, nervous system, cardiovascular system, reproductive system and the musculature.

Textual information is linked to parts of the graphic. The activities include playing an identification game, using the database to find information and answering a multiple choice quiz.

The Earthworm



The study of invertebrate anatomy is an essential part of the biology curriculum. Teachers and students will find The Earthworm to be the perfect complement to dissection units. The Earthworm introduces the anatomical structures and functions of the common earthworm.

Topics include digestion, sensation, control and reproduction. A cross-sectional view is provided. Activities include identifying parts of the earthworm represented by computer graphics, referencing the database to find information and answering questions in a multiple choice quiz.

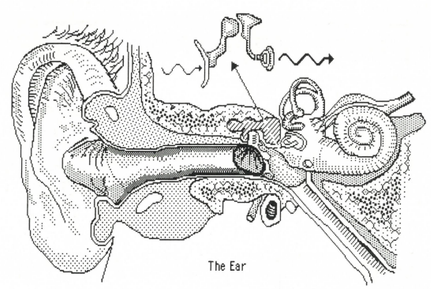
Senses

Explore the fascinating workings and intricate parts of the human sense organs. Using this program students gain an in-depth understanding of the mysteries of human perception. The program includes a learning game, a database and a multiple choice quiz designed to make learning fun. Detailed drawings of the five sense organs help students learn to recognize the names of the intricate structures and their functions.

Five anatomical drawings are used to illustrate the parts of the sense organs.

Each Title:
Apple//, IBM/Tandy or Macintosh Computers

School Version	$59.95
Lab Pack (5)	$99.95
Lab Pack (10)	$149.95
Network (30 stations)	$299.95



The Insect World

Using the tutorials in The Insect World students learn that there are harmful and beneficial types of insects. The lessons cover the insect's basic body parts: exoskeleton, head, thorax, abdomen and internal systems. Students will find the information on how insects survive fascinating.

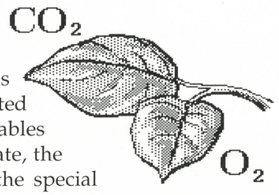
Features:

- A special program called the X-ray Machine for viewing a grasshopper's:
  - ✻ internal structures
  - ✻ respiratory system
  - ✻ nervous system
- Instant retrieval of detailed anatomical information.
- An interactive tutorial on the metamorphosis of a butterfly.
- Vocabulary building quizzes.
- Complete computerized glossary of science terms.
- Comprehensive Teacher's Guide and reproducible worksheets.

The Insect World
Apple // Computers

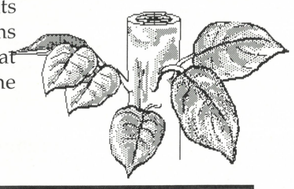
School Version	$69.95
Lab Pack (5)	$189.95
Lab Pack (10)	$339.95
30 station network	$299.95

The Plant: Nature's Food Factory



Tutorials on flowers, leaves, stems, roots and cells are featured in this comprehensive three-disk learning system. The Plant also includes simulated experiments with plants. In doing the simulations students manipulate variables to learn about the factors that control rate of photosynthesis and growth rate, the basis for Mendel's theory that became the foundation for genetics and the special characteristics of chlorophyll.

In addition to tutorials and simulated experiments The Plant also includes a variety of word games that help build science vocabulary. Motivating word games challenge students to match terms and definitions and correctly spell the words that have been encountered in the self-paced tutorials.

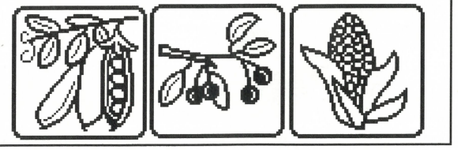


Also included is a computer-based glossary which students can use to find a definition for the science words they encounter in the program.

High-resolution color graphics are used extensively in this program to add interest and stimulate learning. Diagrams are used to illustrate the parts of a plant, plant cells and in the simulated experiments.

The Plant: Nature's Food Factory
Apple // Computers

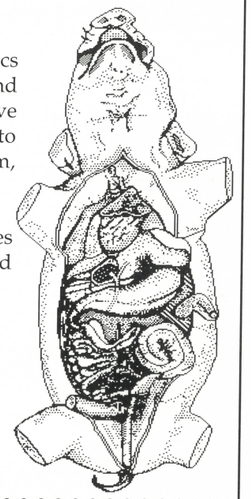
School Version	$69.95
Lab Pack (5)	$189.95
Lab Pack (10)	$339.95
Network (30)	$299.95



The Fetal Pig

Your students will go hog wild over the interesting information and detailed graphics used in The Fetal Pig. This program is a useful tool for both individual students and for classroom or group demonstrations. The Fetal Pig provides a comprehensive investigation of the anatomical structures and biological functions common to mammals. Topics include: skeletal system, nervous system, cardiovascular system, reproductive system and the musculature.

Textual information is linked to parts of the graphic. The activities include playing an identification game, using the database to find information and answering a multiple choice quiz.

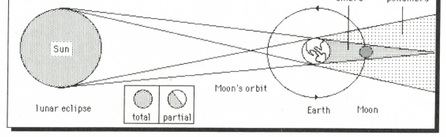


Topics include:

- **skeletal system**
- **nervous system**
- **cardiovascular system**
- **reproductive system**
- **musculature**

The Fetal Pig
Macintosh Computers

School Version	$59.95
Lab Pack (5)	$99.95
Lab Pack (10)	$149.95
Network (30 stations)	$299.95



Clip-Art for Science Teachers
Macintosh Computers

School Version	$29.95

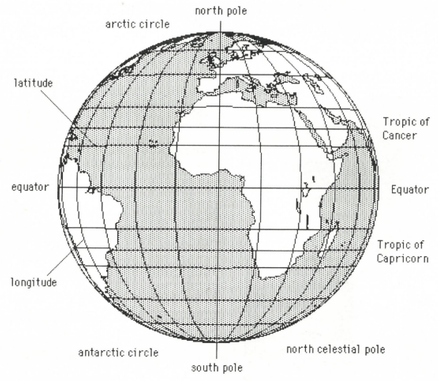
The categories include:

Biology	Earth and Space
Microorganisms	Science Lab
Frogs, Whales, Clams and Worms and More...	

The Clip-Art for Science Teachers diagrams are in MacPaint format and can be used as is or can be editted with most paint programs such as MacPaint, FullPaint, or SuperPaint. Color can be added with PixelPaint.

Clip-Art for Science Teachers

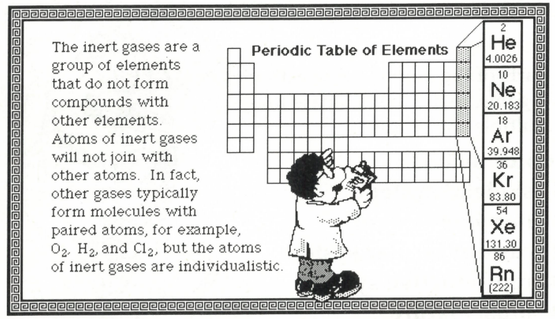
This useful clip-art collection provides science teachers with a wide variety of detailed diagrams that can be added to tests, reports, overhead transparencies and worksheets. Paste some of these diagrams into teacher prepared materials and watch students' interest increase.



Make your teacher-prepared educational materials more interesting by using Clip-Art for Science Teachers. Worksheets can be easily created where students label parts of scientific drawings. This well-rounded collection of scientific diagrams is perfect for general science teachers.

ChemAid

ChemAid makes learning the periodic table fun. The program is an information resource that presents the elements according to their symbol, classification and position.


The inert gases are a group of elements that do not form compounds with other elements. Atoms of inert gases will not join with other atoms. In fact, other gases typically form molecules with paired atoms, for example, O_2, H_2, and Cl_2, but the atoms of inert gases are individualistic.
Periodic Table of Elements
2 He 4.0026
10 Ne 20.183
18 Ar 39.948
36 Kr 83.80
54 Xe 131.30
86 Rn (222)

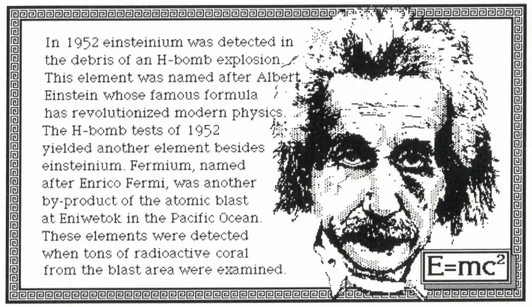
Students will enjoy the challenging identification game where the objective is to correctly recognize and spell the name of an element based on its position in the chart.

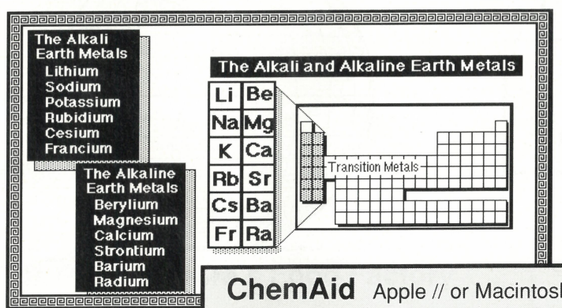
Chemaid also includes a database which allows students to access information on each element. The database includes:

- ✳ atomic number
- ✳ atomic weight
- ✳ electron configuration
- ✳ specific gravity
- ✳ uses
- ✳ other essential facts

Each element is classified in a group such as alkali metals. Students will read about the uses for an element and some of its special properties.

Chemaid is a great resource for the science classroom and can be used by students for research projects. In completing the activities students will use the computer as a tool for finding and organizing information. Teachers will find that the program is adaptable and can be used to develop higher level thinking skills.


In 1952 einsteinium was detected in the debris of an H-bomb explosion. This element was named after Albert Einstein whose famous formula has revolutionized modern physics. The H-bomb tests of 1952 yielded another element besides einsteinium. Fermium, named after Enrico Fermi, was another by-product of the atomic blast at Eniwetok in the Pacific Ocean. These elements were detected when tons of radioactive coral from the blast area were examined.
$E=mc^2$



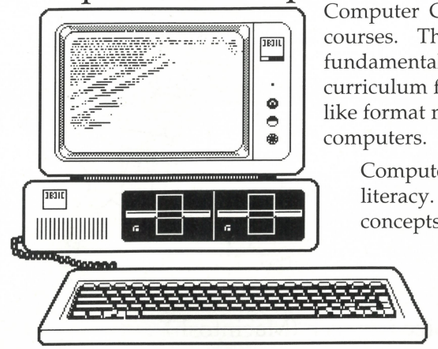
In addition to learning about the characteristics of the elements and the structure of the periodic table, students will learn how to use a computer as a research tool.

Reproducible worksheets serve as a guide for students and help teachers integrate the use of the software in effective lessons.

ChemAid Apple // or Macintosh Computers

School Version	$59.95
Lab Pack (5)	$99.95
Lab Pack (10)	$149.95
30 station network	$299.95

Computer Concepts



Computer Concepts is perfect for introductory computer education courses. The program provides an excellent overview of computer fundamentals and the topics covered have become an essential part of the curriculum for an information age. The easy-to-use menus and game-like format make Computer Concepts fun for students who are new to computers.

Computer Concepts provides a survey of important topics in computer literacy. The program uses a game-like format to teach terms and key concepts relevant to:

- ❑ Computer History
- ❑ How a Computer System Works
- ❑ BASIC Statements
- ❑ Understanding Computers
- ❑ Flowcharts
- ❑ Computer Uses
- ❑ Computer Components
- ❑ Peripherals

Computer Concepts
Apple //, IBM/Tandy or Macintosh Computers

School Version	$59.95
Lab Pack (5)	$99.95
Lab Pack (10)	$149.95
Network (30)	$299.95

Dr. Know

Dr. Know is an experience with the future of educational computing that shows how a computer can be used to simulate thinking. Artificial Intelligence (AI) is the next step in computer learning and Dr. Know is the perfect tool for exploring the potential for AI in the classroom. Dr. Know will help students keep up with the latest developments in computer technology.

- ✳ Integrate AI into the standard curriculum
- ✳ Teacher's guide and reproducible activity pages
- ✳ Appropriate for Gifted and Talented programs

Activities for exploring the fundamental concepts of Artificial Intelligence:

Logic: Dr. Know performs logical reasoning based on the information entered by the student. Using a simple natural language processing system Dr. Know can learn about the hierarchical relationships used to classify plants, animals, rocks, foods or any other set of hierarchically related items. Based on the information given, Dr. Know derives a conclusion and explains the reasoning used.

Expert Systems: Students teach Dr. Know to be an expert. For example, students teach Dr. Know how to identify a certain type of rock or mineral, how to determine the presence of a certain element in a compound or how to recognize a certain type of animal or plant.

Challenging Games: Dr. Know also plays several challenging logic games and can be used to teach problem solving. For example, to solve one of the puzzles the students need to formulate a hypothesis, test the hypothesis and deduce the rules from the feedback given by the computer.

Dr. Know Apple //

School Version	$59.95
Lab Pack (5)	$99.95
Lab Pack (10)	$149.95
Network (30)	$299.95

Geography

Instructional Software

States: Geography Study Unit

The States Geography Study Unit presents the states and capitals of the U.S. as parts of nine geographical regions. Identification games and a powerful database make learning interesting and rewarding for students.

Teachers will love the motivation that develops when students play the identifications games. During the games students are given a location on a map showing a region of the U.S. and are challenged to spell the names of the states or capitals.

Features:

- ❑ Detailed colorful maps (Apple //)
- ❑ Synthesized speech (Macintosh)
- ❑ Randomly generated multiple choice quizzes
- ❑ Performance reports
- ❑ Powerful database
- ❑ Instant access to hundreds of interesting facts

States Geography Study Unit presents each state as part of a geographic region so students learn that the states in each region have similar characteristics..

Database Facts Include:

State	Population
Capital	Area
Main Industry	Electoral Votes
State Bird	U.S. Representatives
State Flower	Admission Date

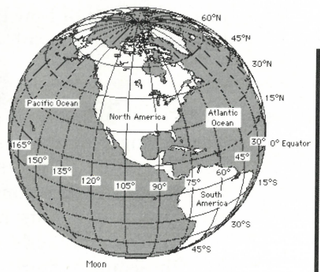
Sort Functions:

Ascending Arrangement
Descending Arrangement

A new statistics feature has been added so that students can find the sum, average, highest or lowest value for any field. Students can answer many types of questions using this feature. For example, the student could find the average population of all states where corn is a major industry.

Statistical Functions:

Total
Average
Minimum
Maximum



States Geography Study Unit

Apple // or Macintosh Computers

School Version	$59.95
Lab Pack (5)	$99.95
Lab Pack (10)	$149.95
Network (30)	$299.95

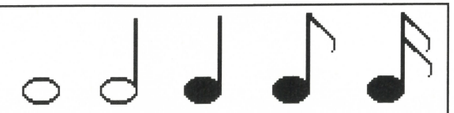
Instructional Software

Music Education

Music Concepts

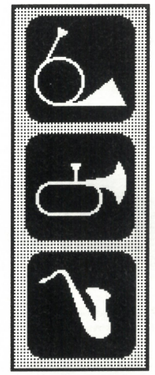
Music Concepts is a unique, easy-to-use program that introduces basic concepts of music pertaining to music theory, music history and the science of sound.

Disk #1



- ✡ Music Terminology Study Unit
- ✡ Multiple Choice Quizzes
- ✡ Database of Music Information

  - ✳ **Music Symbols and Notation**
  - ✳ **Types of Instruments**
  - ✳ **Composers**
  - ✳ **The Orchestra**
  - ✳ **The Physics and Physiology of Sound**



Disk #2

✡ Melody Match	Challenges the student to listen to a simple melody and then match what was heard to what is represented on the screen in musical notation.
✡ Rhythm Match	Plays a pattern of notes and then challenges the student to select the correct musical notation for what was heard.
✡ The Composer	Allows students to enter simple melodies by placing notes on a staff that is represented on the screen and then to play back the melodies.

Music Concepts will take advantage of Mockingboard Compatible Synthesizer Cards if present in the system.

Music Concepts Apple // Computers

School Version	$59.95
Lab Pack (5)	$139.95
Lab Pack (10)	$239.95
Network (30)	$299.95

Learning HyperCard

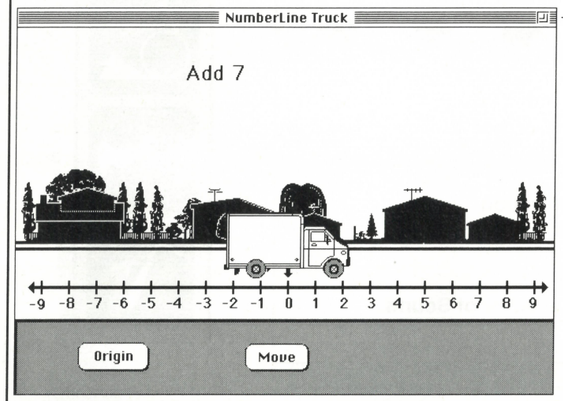
Teacher Productivity Tools

HyperCard Projects for Teachers

Learn how to design educational stacks by completing the step-by-step activities in HyperCard Projects for Teachers. Each lesson uses a shell stack which is provided on the disk included with the product. Interesting educational stacks are created by following the lesson and adding buttons, fields, scripts and graphics.

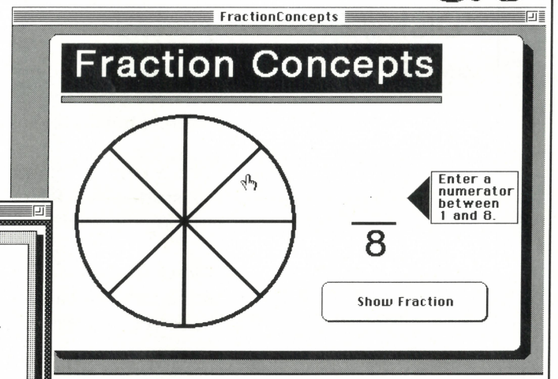
New Product

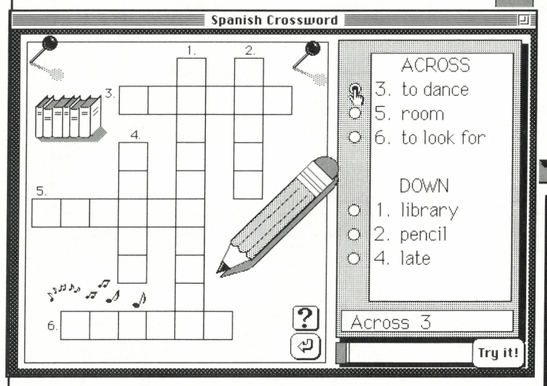
Topics include:
- HyperCard Basics
- Creating Stacks from Scratch
- Graphics Techniques
- Animation
- Word Games



The ideas for this book were developed over several years as projects for a programming and authoring class for graduate students in computer education courses. The book uses a hands-on, project based approach and illustrates ways to use HyperCard to create imaginative pieces of educational software. Projects include examples of how to design tutorials, drill and practice activities, and multiple choice quizzes with scorekeeping. Simple sound and animation techniques are discussed. Stacks also show how to make a puzzle or game for reinforcement.

The disk included with this book contains 3 folders: Drawing Practice, Shells and Stacks. Also included are two special utilities: EarthDraw, a special utility for creating views of the earth from any latitude and longitude and a Computer Literacy Presentation tool which is a stack that can be used in teaching essential computer concepts.





Enjoy Learning HyperCard!

HyperCard Projects for Teachers
for Macintosh Computers
Book & Disk $29.95
Adopt this book for your HyperCard Course.
Teacher Training Pack
10 Books/10 Disks $299.95
+Free Instructor's Copy

Teacher Productivity Tools

Test Generation

Test Designer Plus by SuperSchool Software

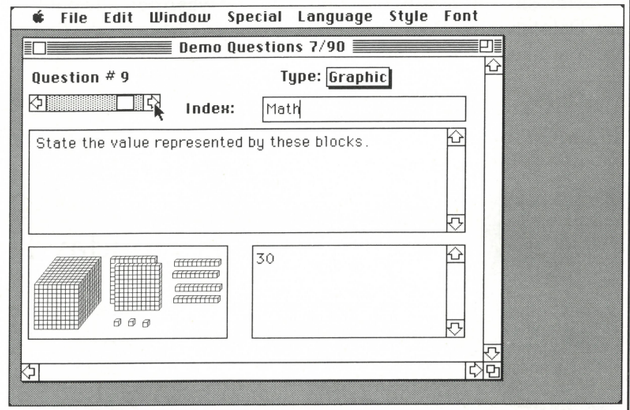
The Ultimate Tool for Making and Taking Tests

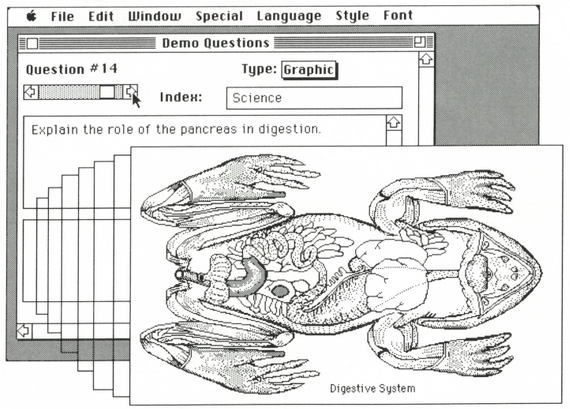
Make great looking tests with this easy -to- learn and use software tool. Test Designer Plus is suitable for use in elementary, secondary and higher education. Special features include bilingual and ESL modes which support Spanish, French, English, German and Italian. Using an overhead projector and LCD panel teachers can test an entire class at once. The program allows you to print out tests or take tests right on the computer.

New Product

Many different kinds of test items can be created including: multiple choice, completion, true/false, fill-in-the-blank and essay.

Graphics can be imported from other Macintosh graphics programs.





Import graphics directly from Clip-Art for Science Teachers or Clip-Art for Math Teachers.

Test Designer Plus Macintosh Computers
School Version $99.95
Test Designer Supreme $199.95
Includes Clip-Art for Science Teachers and Clip-Art for Math Teachers

Test Designer Plus is a perfect companion to Microsoft Works™, Making the Grade™ and Hands-On Math.

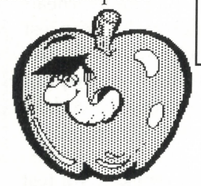
Test Designer Plus is very easy to use. Students can also use it to take notes and study for weekly tests. College students will find that this program can help them keep their notes in a dynamic form and study for midterms and finals.

Special Features:
- **Easy to learn and use**
- **'Hot link' questions and tests**
- **Comprehensive Manual and Tutorial**
- **Sample Tests with Graphics**
- **Graphics Library**

Supreme Version Includes:
- **Enhanced Page Layout Tools**
- **Dynamic Math Question Generator**
- **Color Paint Program**
- **Science & Math Clip-Art**

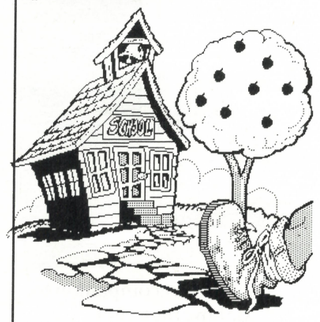
HandiArt for the Creative Teacher

Creating exciting, motivating instructional materials and professional looking school newsletters, study units, worksheets and tests is as simple as choosing Cut and Paste if you are using HandiArt for the Creative Teacher. This extensive library of clip-art images will inspire your creativity and help you get the most out of your Macintosh. This useful collection of images was originally published in book form by Dale Seymour Publications and is now available for the first time as computer graphics in clip-art form.



School Events

from Back-to-School Night to Graduation you'll find the perfect picture in this collection of images.



Holiday Helps

Winter, Spring, Summer or Fall, every celebration can be illustrated with a clip-art image.

Cartoon Zoo

Whimsical characters to spark every child's imagination.

Border Magic

Fancy and fine ways to enhance the appearance of any page. Also includes award certificates.

Funny Folks

A humerous collection of drawings designed to brighten spirits.

Each product consists of a book with full page illustrations and a disk with all images. These images can be used as is or can be editted with most paint programs, such as MacPaint, Full Paint, SuperPaint, and can be used with many popular programs such as Microsoft Works, Microsoft Word, and Aldus Pagemaker.

Each Title Macintosh Computers

Black/White Version $29.95

Paint Format
Use with any Paint Program and most word processors and desktop publishing packages

Color Version $39.95

PICT Format
Use with Color Graphics Programs including
The Writing Center - *The Learning Company*

HandiArt for the Creative Teacher

Primary Math 1

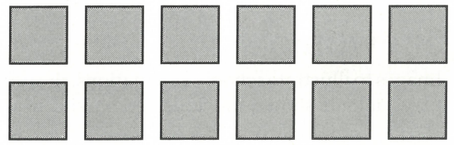
Things to count, measure, color and compare to make any math program more exciting.

Primary Math 2

More things to count, measure, color and compare to make any math program even more exciting.

Intermediate Math 1

From box cars to balloons this collection of art will help illustrate a variety of math concepts.



Intermediate Math 2

Clocks and watches, angles and triangles, this collection of math related diagrams are a must for any upper grade math teacher.

Puzzle Art

Graphically illustrated problem solving activities.

Grids and Charts

Handy grids and charts for math teachers. Includes simple grids, isometric grids, hexagonal grids, dot grids, ruled sheets, numbered-line charts, organizational charts and other useful class forms.

Each Title Macintosh Computers

Black/White Version $29.95

Paint Format
Use with any Paint Program and most word processors and desktop publishing packages.

Color Version $39.95

PICT Format
Use with Color Graphics Programs including
The Writing Center - *The Learning Company.*

Each product consists of a book with full page illustrations and a disk with all images. These images can be used as is or can be editted with most paint programs, such as MacPaint, Full Paint, SuperPaint, and can be used with many popular programs such as Microsoft Works, Microsoft Word, and Aldus Pagemaker.

HandiArt for the Creative Teacher

Phonics File
Have fun teaching phonics with these clever images.

Story Makers
Spark the creative writing potential of your students with the graphics in this imaginative collection.

Showtime
Images to illustrate school presentations, theatrical events, plays, talents shows, musicals and band concerts.

First Words
These images will enhance any beginning reading program.

Shopping Spree
Real world images for your math and languages arts program.

Sports World
Baseball, Basketball, Soccer and more... This collection has a sports image for every season and for every flyer, newsletter and school newpaper or just for fun.

Each Title Macintosh Computers

Black/White Version $29.95
Paint Format
Use with any Paint Program and most word processors and desktop publishing packages.

Color Version $39.95
PICT Format
Use with Color Graphics Programs including The Writing Center - *The Learning Company.*

Portraits of Famous People Series

This unique series profiles historically significant people whose names have come down to us over the centuries because of their outstanding contributions in the fields of mathematics, science, art, literature and poetry.

The Men and Women whose outstanding contributions have had a profound effect on Western Culture.

Isaac Newton

Each appealing product provides you with a source book and Hypercard presentation tool. With a simple click of the mouse you'll have available line art portraits and biographical sketches. These stacks are the perfect tool for enhancing classroom presentations. The art work in the books can be reproduced and used in classroom bulletin board displays or for class use. These images will bring to life for your students many of the legendary giants of Western civilization.

Based on the *Portraits for Classroon Bulletin Boards* series published by Dale Seymour Publications.

Mathematicians I (624 BC to 1642 AD)
Thales • Pythagoras • Plato • Aristotle • Euclid • Archimedes • Ptolemy • Hypatia • Fibonacci • Napier • Tartaglia • Cardano • Viete • Stevin • Galileo

Mathematicians II (1571 to 1855)
Kepler • Cavalieri • Descartes • Fermat • Wallis • Pascal • Gregory • Newton • L'Hospital • Bernoulli • Liebniz • Euler • Lagrange • Laplace • Gauss

Scientists
Aristotle • Archimedes • Copernicus • Galileo • Newton • Linnaeus • Lavoisier • Faraday • Darwin • Mendel • Pasteur • Maxwell • Curie • Rutherford • Einstein

Artists
da Vinci • Durer • Michelangelo • Raphael • Rembrandt • Goya • Degas • Homer • Monet • Gaugin • Van Gogh • Toulouse-Lautrec • Matisse • Picasso • Dali

Hypatia

Authors
Cervantes • Shakespeare • Swift • Goethe • Austen • Hugo• Hawthorne • Andersen • Poe • Dickens • Melville • Tolstoy • Twain • Stevenson • London

Poets
Homer • Virgil • Dante • Chaucer • Shakespeare • Scott • Byron • Shelley • Tennyson • E. B. Browning • Longfellow • Whitman • Dickinson • Frost • Sandburg

Portraits of Famous People Series

Each Title Macintosh Computers

Book & Disk $29.95
HyperCard 2.0 Stacks

Teacher Productivity Tools

Portraits of Famous Women Series

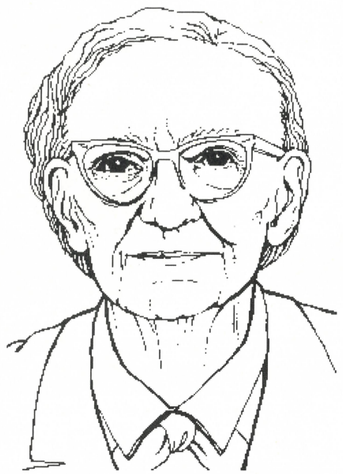
This special series profiles women who have made significant contributions to the arts and mathematics. Each product contains a book and a disk and provides you with an information source and Hypercard presentation tool. Portraits, biographical information and a timeline are instantly available with a simple click of the mouse.

These exciting and educational stacks will make your classroom presentations more interesting. Graphic effects are used to make transistions between screens. The artwork in the books can be reproduced and used for classroom displays, bulletin boards and for general classroom use. Bring to your classroom the famous women of Western Civilization and inspire the future mathematicians, scientists and artist that you now have as students.

Based on the *Portraits for Classroon Bulletin Boards* series published by Dale Seymour Publications.

The women whose outstanding contributions have had a profound effect on Western Culture.

Mary Fairfax Somerville



Grace Hopper

Women Writers
Lady Murasaki • Shelley • Bronte • Eliot • Wharton • Colette • Cather • Stein • Woolf • Undset • Dinesen • Hurston • Hellman • O'Conner • Hansberry

Women Artists
Anguissola • Leyster • Kauffmann • Vigée-Lebrun • Morisot • Cassatt • Grandma Moses • Kollwitz • Modersohn-Becker • Laurencin • O'Keeffe • Nevelson • Hepworth • Martinez • Kahlo

Women Mathematicians
Hypatia • du Chatelet • Agnesi • Germain • Somerville • Lovelace • Kovalevskaya • Scott • Young • Noether • Wheeler • Hopper • Robinson • Granville • Uhlenbeck

Portraits of Famous Women Series

Each Title Macintosh Computers

Book & Disk $29.95

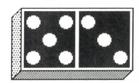
HyperCard 2.0 Stacks

Staff Development

Technology-Based Manipulative Approaches to Teaching Mathematics

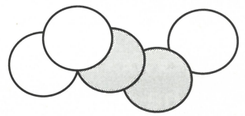
New standards have set the course for a new direction in teaching mathematics in response to a recognized need to reform the mathematics curriculum. The content and emphasis of the elementary mathematics curriculum is changing. The traditional dominance of computation and other traditional skills has failed to foster the development of mathematical insight, logical reasoning, and problem solving skills and in contrast has been based on rote activities. Children loose interest in mathematics because it has been presented as a set of rules and procedures and they have not had the opportunity to actively participate in creating mathematical knowledge.

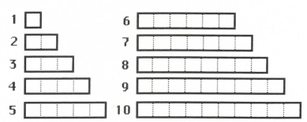
Technology now offers new ways in which classroom teachers can engage their students in active learning approaches. In this workshop, developmentally appropriate instructional strategies will be presented which support the curriculum standards for grades K-8. The strategies encourage manipulation and exploration and extend the concrete manipulative techniques to a computer-simulated manipulative environment. The software demonstrated during the workshop engages children in active learning where they begin to construct, modify and integrate mathematical ideas using simulated manipulative devices.

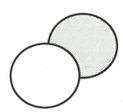


Areas of Focus:

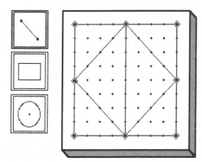
- ❑ Mathematics as Problem Solving
- ❑ Mathematics as Communication
- ❑ Mathematics as Reasoning and Making Connections
- ❑ Estimation
- ❑ Number Sense, Numeration and Number Theory
- ❑ Concepts of Whole Number Operations
- ❑ Geometry and Spatial Sense
- ❑ Measurement
- ❑ Statistics and Probability
- ❑ Fractions and Decimals
- ❑ Patterns and Relationships
- ❑ Algebra

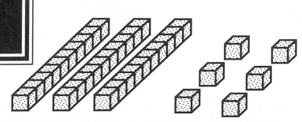






Effective Strategies for Building Math Concepts Using Manipulatives and Computers.





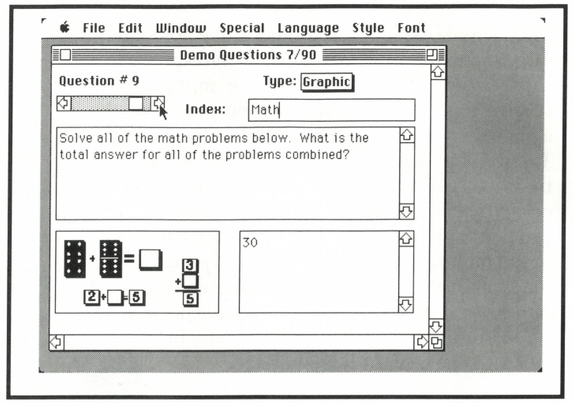
Staff Development

Using Technology in a Diagnostic/Prescriptive Approach

This unique inservice demonstrates how technology can be used to enhance the diagnostic/prescriptive approach to teaching and testing.

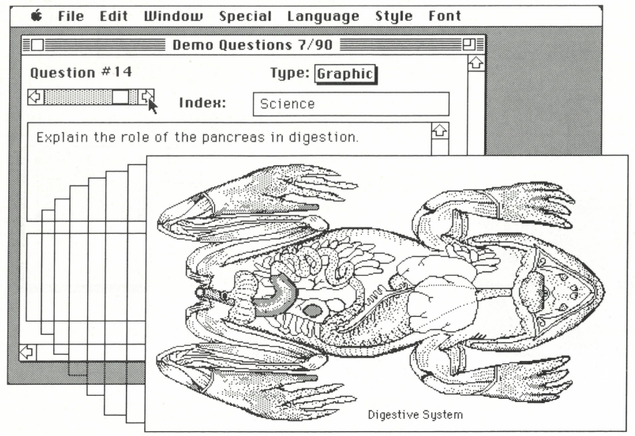
Special software products are demonstrated to illustrate the usefulness of the computer as a tool for assessment. Teachers who participate in this workshop will learn how to combine the use of a variety of software products into effective instructional approaches.

These techniques are appropriate for use in the one-computer classroom, as well as computer labs or local area networks. Software demonstrations will include TestDesigner Plus, a unique tool for teachers to use when preparing tests.


File Edit Window Special Language Style Font
Demo Questions 7/90
Question # 9
Type: Graphic
Index:
Math
Solve all of the math problems below. What is the total answer for all of the problems combined?
30

Screens from Test Designer Plus by SuperSchool Software

Get the most out of your technology investment. Learn to use these tools to help improve student achievement.



- ❑ Diagnostic/Prescriptive Approaches to Learning
- ❑ Techniques for Using Computers in Individual Classrooms and Labs.
- ❑ Special Teaching Techniques
- ❑ Excitement and Enthusiasm for Technology

Staff Development

HyperCard Techniques for Educators: from Basics to Scripting

Learn to design instructional materials for your Macintosh computer by having this inservice training seminar at your school.

Topics include:

HyperCard Basics

How to start a stack from scratch, add graphics and text, link cards and end up with tutorials that will excite your students.

Graphics

Learn how to use all the graphics tools and some special techniques for creating high-interest graphics in your stacks.

Animation

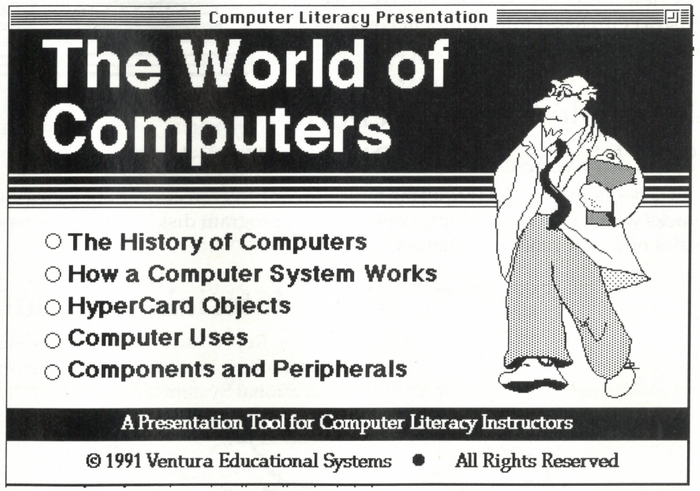
There are a variety of ways to include simple animation sequences in your stacks. In this course you will learn single card and multiple card animation.

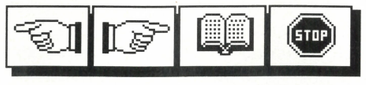
Scripting

To realize the full potential of HyperCard it is necessary to learn scripting. In this seminar participants create stacks which use HyperTalk to make crossword puzzles, wordsearches and other types of educational word games.

Learn to develop instructional stacks for:

Tutorials
Presentations
Videodisk Control
Small Group Instruction
Learning Centers
Concept Reinforcement
Cooperative Learning


Computer Literacy Presentation
The World of Computers
The History of Computers
How a Computer System Works
HyperCard Objects
Computer Uses
Components and Peripherals
A Presentation Tool for Computer Literacy Instructors
© 1991 Ventura Educational Systems • All Rights Reserved



Use Technology in an Effective Way to Enhance Instruction.

Information

Lending Library

A library of our educational software products can be borrowed for teacher training purposes. Educators who are speaking at conferences or meetings, planning inservice training programs or software preview sessions, or participating in software evaluation through institutes of higher learning are eligible to receive products from our software lending library.

30-Day Preview

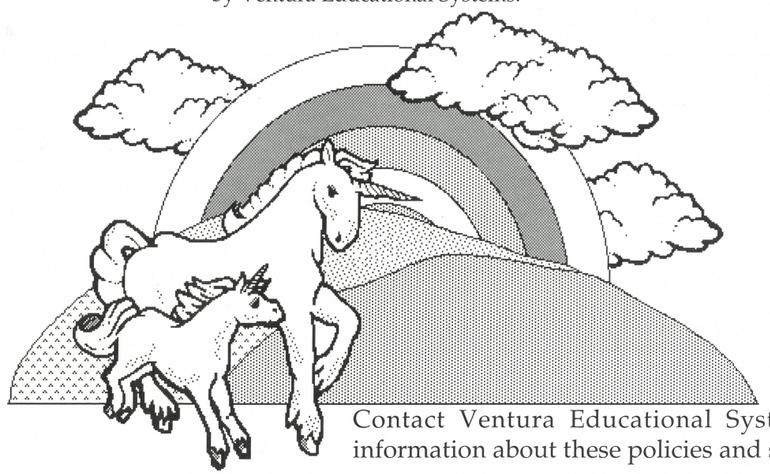
Ventura Educational Systems products may be ordered on a 30-Day Trial basis. 30-Day preview orders should be placed with a District Purchase Order or by letter on school stationery.

Multiple Copies, School Site Licenses and District Purchases

For schools and districts requiring multiple copies of our educational software products we offer custom lab-packs which provide multiple copies of each program disk. District licenses are also available. Contact our sales office for more information.

Support Materials for Conference Presenters

Presentation Stacks, Reproducible Materials, Catalogs and Flyers are available to educators who are making presentations that involve the use of products developed by Ventura Educational Systems.



Contact Ventura Educational Systems for more information about these policies and services.

Ventura Educational Systems
3440 Brokenhill Street
Newbury Park, CA 91320
(800) 336-1022 (805) 499-1407 Fax (805) 498-8364

Title	Format	Single Station	Lab Pack 5	Lab Pack 10	Single Server/ 30 Station Network	Grade Level
Mathematics and Computers						
Algebra Concepts	Apple, IBM or Mac	59.95	99.95	149.95	299.95	7 and up
Base Ten Blocks	Apple	59.95	99.95	149.95	299.95	K-4
Beginning Geometry	Apple	29.95	69.95	119.95	299.95	4-8
Clip-Art for Math Teachers	Mac	29.95				
Coordinate Geometry	Apple or Mac	59.95	99.95	149.95	299.95	7 and up
GeoArt	Apple	59.95	99.95	149.95	299.95	5-9
Geometry Concepts	Apple, IBM or Mac	59.95	99.95	149.95	299.95	7 and up
Hands-On Math Volume 1	Apple, IBM or Mac	59.95	99.95	149.95	299.95	K-8
Hands-On Math Volume 2	Apple or Mac	59.95	99.95	149.95	299.95	K-8
Hands-On Math Volume 3	Apple	59.95	99.95	149.95	299.95	K-8
Hands-On Math Modules	Apple	29.95	69.95	119.95	299.95	K-8
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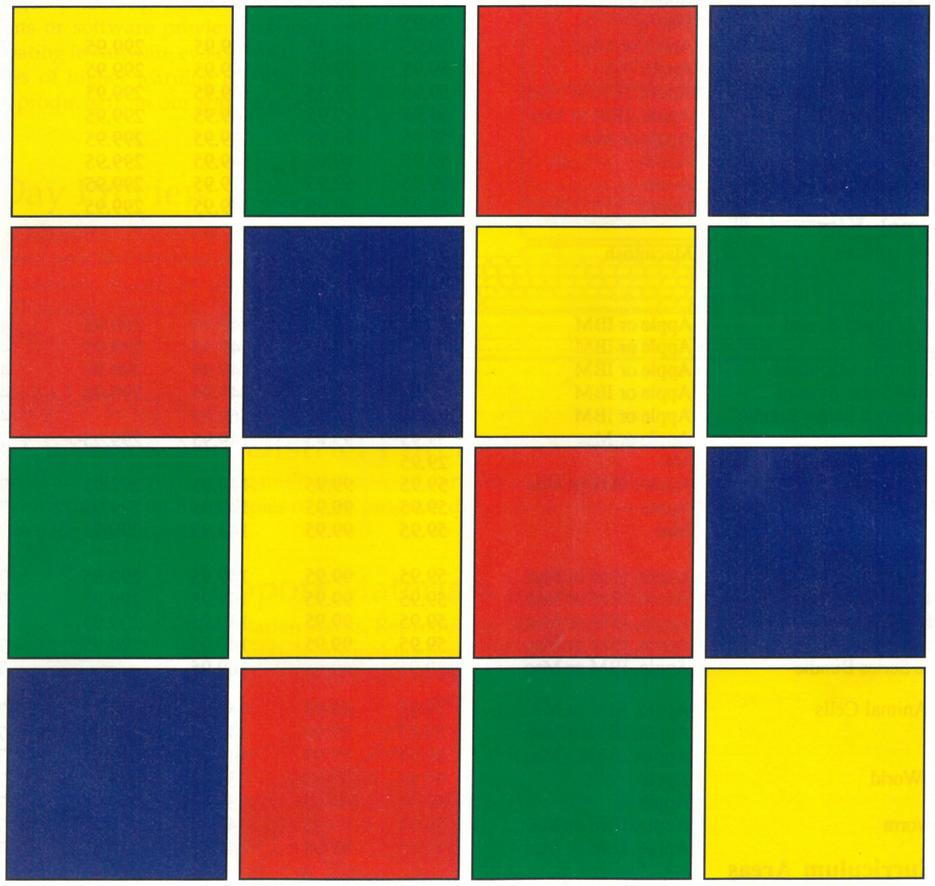

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